

£1.20 • No 77 • 10 MAY 1996 • UK's OFFICIAL SEGA COMIC • EVERY FORTNIGHT

PLUS...

KNUCKLES!

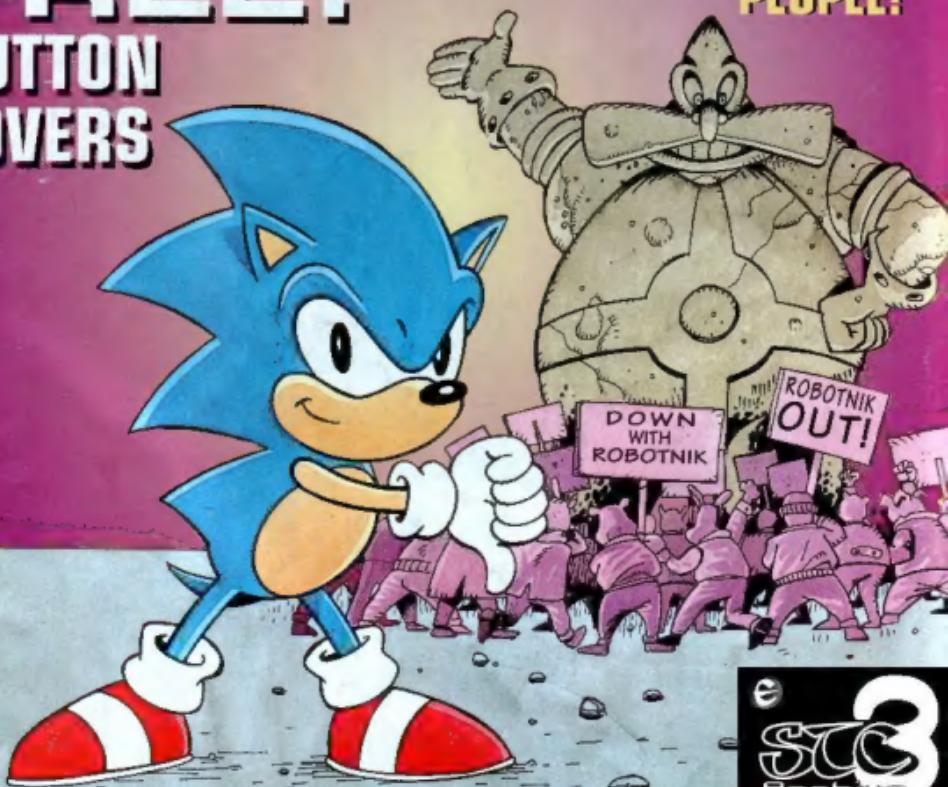
SHINING FORCE

SONIC THE COMIC

FREE! BUTTON COVERS

NEW
SONIC
STORIES

HIDDEN
DANGER!
VOICE
OF THE
PEOPLE!



e
SCC
Archive

TOY STORY REVIEW! • MICRO MACHINES 96 Q ZONE

CONTROL ZONE

Hey, Boomers!

Are you wearing your FREE Kid's Corner Button Cover? Thanks to the folks at Muller, we can all button up (wish the humes who think they're in charge would!). Now for what's inside the cover of STC and on the menu screen...

For a start there's two brand new Sonic stories just itching to impress a tasteful hume like yourself! You're still demanding to see more of the cool blue one, so prepare for an uprising in the complete Sonic story, Voice of the People. Plus, there's Hidden Danger lurking in a brand new two part Sonic's World.

All is far from ship-shape between Knuckles and Captain Plunder in the Ghost Ship, plus there's outrage in the latest episode of Shining Force: The Curse of Zeon.

Back again to complement your turbo-charged Sega strips is the Review Zone. Anyone seen the computer generated 'Toy Story' film yet? Well, prepare for STC's Mega Drive Review, and as if that's not enough, the Q Zone screeches ahead with Micro Machines '96.

Excuse me, Boomers, but I'm being distracted by loud noises coming from outside the office window. It's not even the humes returning from their lunch break - it's the 'Bring Back Porker' brigade protesting already! I wouldn't mind but he's only gone to the Floating Island! I'll have to go, Boomers, seeing as I'm the only calming influence there is around here! See you all in a fortnight when there'll be a favourite FREE gift for you - terrific Transfers.

Megadroid

FEELING 3 IN 79!

Your favourite video game comic is 3 years old in just 2 issues time. No self respecting Boomer should miss this megatastic extravaganza - there'll be a FREE Sonic Spinner,

3 brand new stories (Return to the Miracle Planet, Tails and Sonic's World). Plus an Earthworm Jim II Q Zone, the chance to win one of many Sega T-shirts, plus loads more!

Now that's what I call an excuse for a celebration!

Published every other Saturday by Thorpe's Editions Ltd, 25-31 Tredworth Place, London NW10 5JZ
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- DISTRIBUTION: MEGABOOST
- PRINTING: MULLER
- MAIL-OUT: GLOBO-DIAL



COMPILED BY
ChartTrack

up/down RE/NEW entry ● non mover

MEGA DRIVE

- 1 ↑ SONIC AND KNUCKLES
- 2 ↓ FIFA SOCCER '96
- 3 ↑ MICKEY MANIA
- 4 ↓ MICRO MACHINES '96
- 5 ↑ SONIC THE HEDGEHOG 2
- 6 ↓ PREMIER MANAGER
- 7 ↑ ECCO 2: THE TIDES OF TIME
- 8 ↑ STREET RACER
- 9 ↓ MICRO MACHINES 2
- 10 ↓ PGA TOUR GOLF '96

SATURN

- 1 ● SEGA RALLY
- 2 ● VIRTUA RACING 2
- 3 NEW SIM CITY 2000
- 4 NEW WING ARMS
- 5 ↓ FIFA SOCCER '96
- 6 ↓ WORMS
- 7 ↓ FIRESTORM: THUNDERHAWK 2
- 8 NEW HANG ON GP '95
- 9 ↓ VIRTUA COP
- 10 ↓ THEME PARK

MEGA-CD

- 1 ● EARTHWORM JIM
- 2 ● SOULSTAR
- 3 ● B.C. RACERS
- 4 ● BRUTAL: PAWS OF FURY
- 5 ↑ ETERNAL CHAMPIONS
- 6 ↓ WORLD CUP USA '94
- 7 ● SNATCHER
- 8 RE TOMCAT ALLEY
- 9 RE JAGUAR XJ220
- 10 RE SILPHEED

GAME GEAR

- 1 ● SONIC CHAOS
- 2 ● TAZ-MANIA: ESCAPE FROM MARS
- 3 ↓ SONIC THE HEDGEHOG 2
- 4 RE FIFA SOCCER '96
- 5 RE ECCO 2: THE TIDES OF TIME
- 6 RE REN AND STIMPY
- 7 ↓ SONIC THE HEDGEHOG
- 8 ↓ THE LION KING
- 9 ↓ MORTAL KOMBAT 2
- 10 RE DYNAMITE HEADDY

SONIC

THE HEDGEHOG

Voice of the People

COMPLETE STORY

Script: NIGEL KITCHING

Art: RICHARD ELLIS

Lettering: ELIESE BETTIVILLE

CITADEL ROBOTNIK THE
NERVE CENTRE OF DOCTOR
ROBOTNIK'S EVIL EMPIRE.



I WANT SONIC FOUND!

I HAVE PLANET
MOBILIS COMPLETELY
UNDER MY CONTROL. HOW CAN
THAT CURSED HEDGEHOG
ELUDE ME?

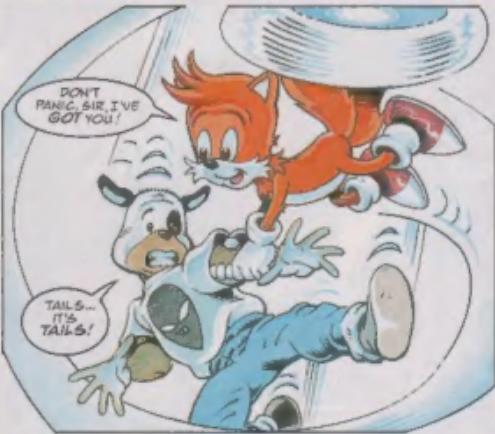
AND WHAT'S
WORSE ... HOW CAN HE
HAVE HIDEN THE ENTIRE
POPULATION OF THE
EMERALD HILL
ZONE? *

* THEY'RE CURRENTLY LIVING
PEACEFULLY ON THE FLOATING
ISLAND - MEGADROID













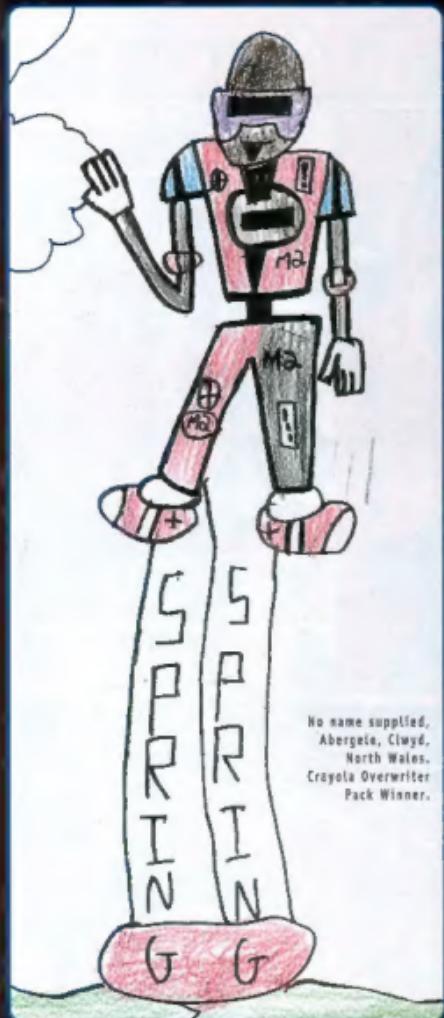


NEXT ISSUE: LIFE'S A GAS WITH AMY!

FI/FF zone

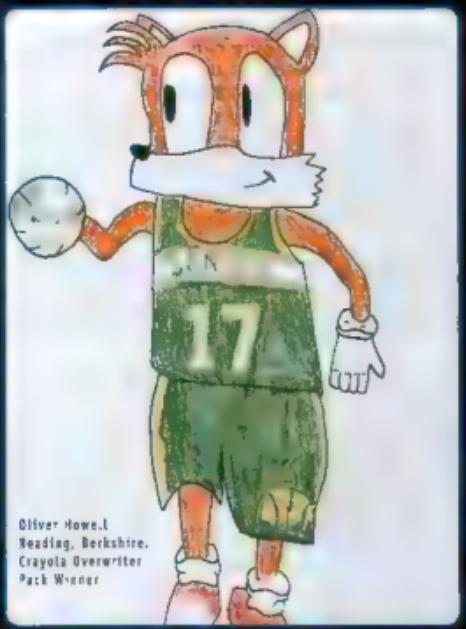
SHOW STC WHAT YOU CAN DO WITH IMAGINATION AND A SHEET OF PAPER.
BOOMERS WHO GET THEIR ARTWORK PRINTED WILL RECEIVE A PACK OF CRAYOLA PENS.

What's happening, Boomers? Sonic and co (even Robotnik!) are shown here getting minds and bodies into shape ...



No name supplied,
Abergele, Clwyd,
North Wales.
Crayola Overwriter
Pack Winner.





Oliver Howell
Reading, Berkshire,
Crayola Overwriter
Pack Winner



Michele Roberts
St. Annes
Bristol,
MD owner.
Crayola Overwriter
Pack Winner.



Brennan Jones, Moray, Scotland.
Crayola Overwriter Pack Winner



Aidan McCabe
Wigan, Lancs.
Crayola Overwriter
Pack Winner

Want to show off your artwork? Send us a drawing or painting and we'll publish it in our next issue! Just send us a postcard with your drawing and a short description of what it's about. Don't forget to include your name and address. Drawings will be returned to you unless you request otherwise.

Send artwork to:
COMPETITION ZONE, SONIC THE HEDGEHOG,
16-17 TANSTOCK PLACE, LONDON, NW1 3JL

Include your name and address. Drawings will be returned to you unless you request otherwise.

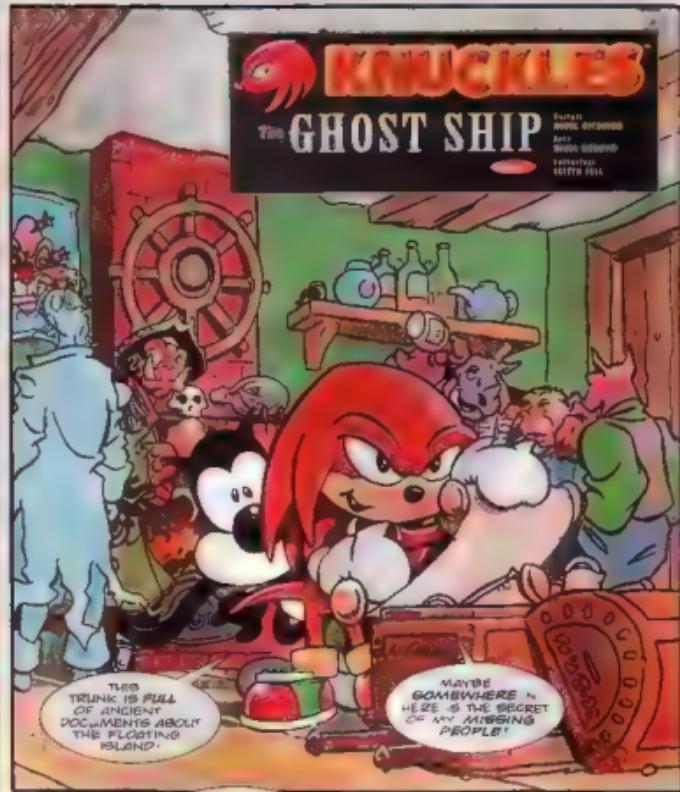


**EACH ARTIST WHO
WHO GETS THEIR
HANDWORK PRINTED
IN STH WILL RECEIVE
A PACK OF CRAYOLA
OVERKIDS**

CAPTAIN PLUNDER
LIVED IN THE FORTRESS
TANTARAGOR IDOL

AND SO A LADON
PLUNDER'S SHIP
IN A REMOTE PART
OF MOBIUS
KNOWN AS SCOURGE
BAY, KNUCKLES
IS BEING REWARDED
FOR HIS HELP.

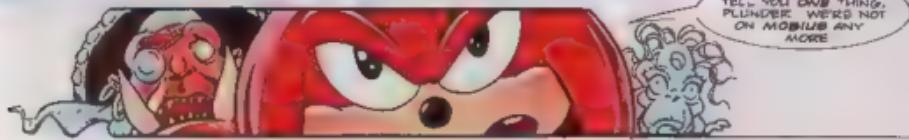
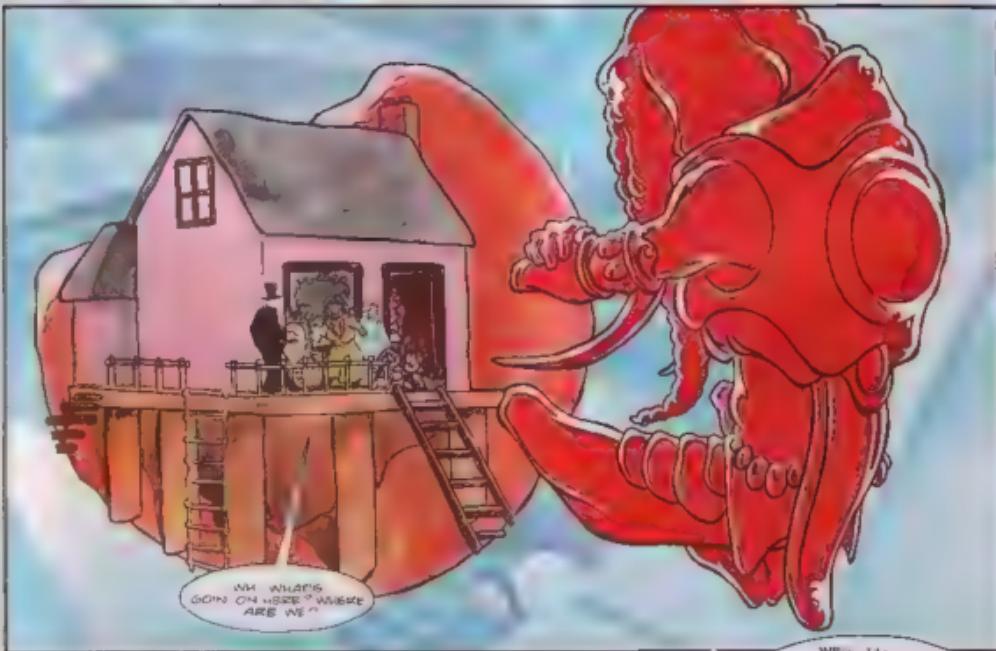
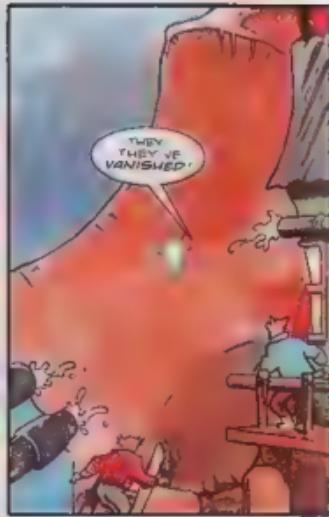
IT'S
TRUE











NEXT ISSUE THE ALIEN DIMENSION

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

SEG'S RATING SYSTEM:
UNDER 60 = YAWNVILLE

60-70 = HORRALSVILLE
70-80 = FUN CITY

80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

TOY STORY

Reviewed by Simon Woods



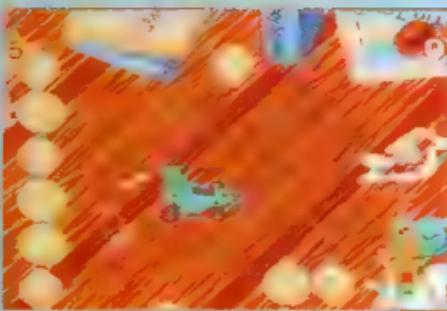
GAME TYPE: PLATFORM
PLAYERS: 1

PUBLISHER: SEGA
PRICE: £44.99

Toy Story, the film that shows toys coming alive, is set to become the first motion picture animated entirely by computer technology. This cool use of technology has also been put to good use by Sega, who have used code from the movie animation to directly produce a computer game tie-in.

Toy Story, the game, is a 32 Meg/platform/driving/flying 3-D extravaganza. It closely sticks to the film's plot in that you play Woody, the cowboy, who becomes jealous when a brand new toy is bought for seven year old Andy. Andy has his pick of cool toys; a T-Rex here, a Mr Potato Head there, but the new toy, Space Ranger Buzz Lightyear, is so sophisticated that all the other toys feel they will never be played with again (all say ahhh!). Woody decides to battle it out with Buzz, and over 18 different levels you take on that challenge, armed with only a lasso.

The graphics



and animation are exceptional for the Mega Drive. The realistic movement of characters is the best yet on this machine. Parts of other games have also been mixed into the different levels. When Woody races





around in a remote controlled car, shades of Micro Machines spring to mind. Another racing level is obviously inspired by Super Mario Kart, plus there is also a Doom-style scenario for one of the levels.

This is a slickly presented game with much attention to detail. Avoiding hazards such as falling hot dogs and French fries (whilst disguised as a milkshake on the Pizza Planet .eve.) is great fun! Likewise, being chased by a mad giant dog that looks as if it is a real video clip makes this an original game to play.

However, experienced gameplayers may find Toy Story too easy. Some of the levels are quite short and the tasks needed to complete them are not



that difficult. In addition, a few of the levels are very similar, making some screens seem very routine, despite the nice graphics. As long as there are new cutting edge games like this on the Mega Drive, it proves that there is life in the old machine yet. Maybe future games will even improve upon this.



FINAL COUNTDOWN

RAVES Great graphics, animation and gameplay.	GRAPHICS 90
GRAVES Similarity between levels and quite easy to conquer.	SOUND 80
CRITIQUE	OVERALL 85

The graphics are excellent, with vibrant colors and detailed backgrounds. The animation is smooth and fluid, particularly in the racing scenes. The sound effects are well-integrated and complement the action. The overall presentation is polished and professional.

The game features a variety of levels, each with its own unique challenges and objectives. The racing levels are particularly fun, with tight turns and obstacles that require precise timing. The puzzle levels add an extra layer of difficulty and strategy. The cutscenes are well-timed and enhance the storylines.

One potential downside is that some levels feel repetitive, especially the racing ones. There could be more variety in the types of challenges presented. Additionally, the difficulty curve is relatively flat, with most levels being moderately challenging rather than having a significant range of difficulty.

SHINING FORCE

THE CURSE
OF ZEON

THE SHINING FORCES MISSION TO STOP BARON KADAVAR IN HIS ATTEMPT TO FREE ZEON FROM THE ABYSS APPEARS TO HAVE ENDED IN TRAGEDY

TAYA
YOUR MAGICAL
HEALING POWERS
ARE YOU ABLE
TO

THERE'S
NOTHING CAN DO
CHESTER BOWIE'S
DYING



LOOK IT'S
MAXI'S
CONTACTING US
THROUGH THE
SWORD AGAIN

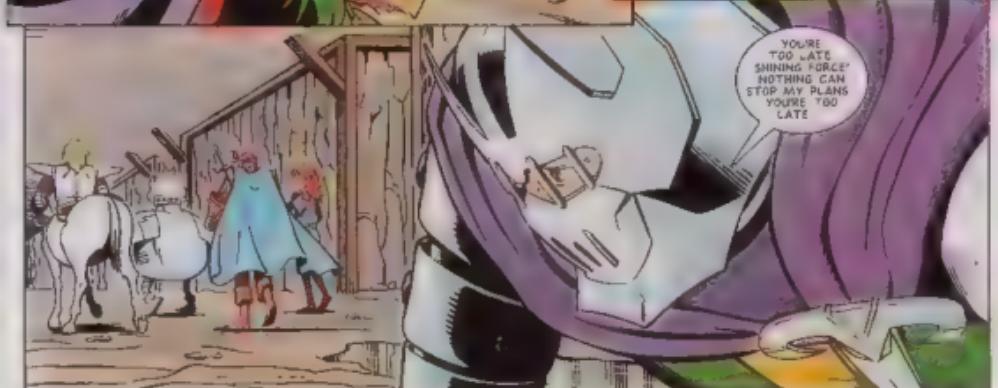
MAX MILL AN
EVERYTHING'S GONE
WRONG A ZEONITE WITH
AN EXPLOSIVE WAND
HAS HURT BOWIE
AND

GIVE ME
SOME ROOM WHILE
I TAKE A LOOK AT THE
BOY









MEANWHILE ON GRANSEAL ISLAND



YOU'RE
RIGHT ERIK.
THIS DOOR HAS
BEEN FORCED
OPEN



MEANWHILE AT THE TOP OF THE TOWER



THE
SACRIFICE
FIRST THE SACRED
RITUAL OF ANCIENT
TEXTS CALL COUNTDOWN

SOON
WE WILL WITNESS
THE CASTING OF THE
SPELL KNOWN AS
'DETONATION'

NEXT ISSUE THE BIG BANG THEORY!

Q

ZONE

Q IS FOR QUESTIONS.

Q IS FOR QUIRIES.

Q IS FOR QUANDARIES.

IF YOU WANT TO ENTER THE Q ZONE FOR ANSWERS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:-

Q ZONE, SONIC THE COMIC, 25-27 TURNSTOCK PLACE, LONDON, WC1N 9SE.



MICRO MACHINES 96

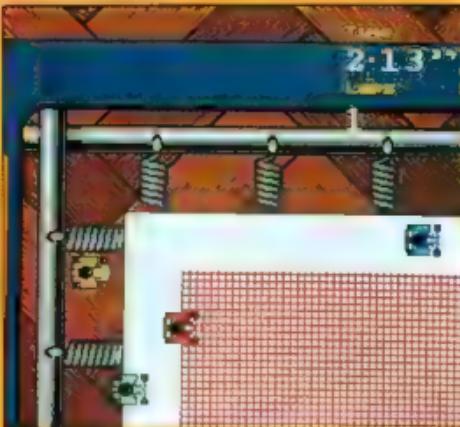


MEGA
DRIVE

James Histed of Alton in Hampshire, sure is a massive Micro Machines fan. And why not? The game that brought us cool cars racing around beaches and picnic tables, damn telly puts the play in playability.



By completing any of the tournaments within the one-player game reveals new tracks in the multi-player mode. Competing against other players online is another option.



two additional racing circuits. Now, you too can get racing on these extra tracks, even if you drive as slow as a tortoise moves. When entering your driver's name try typing in the words **GUFDON, HORDON, NODROG** and **ALCHIE**. These pass-words will allow you to skip on to new and better tracks.

PLAYING TIPS

1. STARTS

Press the acceleration button on the second of the three beeps you hear at the start. This will allow the best revs to enable a fast getaway.

2. SHORT CUTS

Most tracks have short cuts, so find them and use them when racing. Remember though, too much of a short cut can make your car explode.



3. LEAPS 'N' BOUNDS

Aim your jumps in a straight line. This will prevent landing at a bad angle, where you may get caught up in an obstacle or even explode. Also if you miss a jump don't bother reversing for it. Drive straight off the table and your vehicle will be re-set at a correct distance in line with the jump.

4. QUALIFICATIONS

Remember that except for the final race of the Challenge Competition you only need to finish second to qualify for the next round. This is true for league competitions too. You don't have to win every race to be champion - aiming to finish second is sometimes a tactical bet.

5. BRAKING

Use brakes on tight corners or take your finger off the acceleration button when approaching them. When in multi-player mode, do not drive directly behind another driver as this will give them the opportunity of reversing into you.



• To Edit Map • S to Change Block



A lot of very reverse into drivers when you are in front. When near a jump this can cause them to fluff it and on a straight this is a useful way of gaining points.

6. HEAD TO HEAD

The winner of these three lap races is the one with the most bonus points so win it on points. Do this by barging opponents near any steep edges or when you are nearly a screen ahead just accelerate quickly in a straight line and you will get points for being a screen away.



7. HAZARDS

use any solid objects that are on the bends of certain courses to help propel you around the corner. You won't even have to slow down. Always look out for landmarks that indicate when corners are coming up. Finally if you get to play the bonus maze game study the diagram of the maze carefully as this tells you where the bonus car is located.

NEXT ISSUE: SUPER SKIDMARKS AND STREET RACER.

SUNG'S WORLD

Hidden Danger

A PEACEFUL SCENE IN THE
TROPICAL JUNGLE ZONE



BUT NOT FOR LONG



WILDEST HURRICANE I EVER SAW

THAT'S NOTHING TO DO WITH
THE WEATHER. MY GUESS
IS DOCTOR ROBOTNIK'S
BEHIND IT!



GOOD GUESS!

HMMING
EACH WORK,
SO MEET YOUR NEW
CREATION IS
NOT
EFFECTIVE!

HEY
YOU COULD
SAY IT'S A
SMASH HIT
SR.

ONLY
IF I GET
DESPERATE

THIS NEW
WEAPON IS UNBEATABLE!
UN-ICE THE SKINLIC WE
UNLEASHED ON THE UNDER-
GROUND ZONE OF
PEASANTS' Z

MEH
WE HAVE ADVANCED
NO FAR SINCE THEN
IF SONIC INTERFERES,
WE WON'T KNOW WHAT
WIT HIM

SEE STC T2 G OODGE ZONE Megadroid

A FEW HOURS LATER

LOOKS
LIKE YOU GUYS HAD
A WILD PARTY AND
FORGOT TO INVITE
ME!

SONIC
THANK GOOD
NESS YOU'RE
HERE

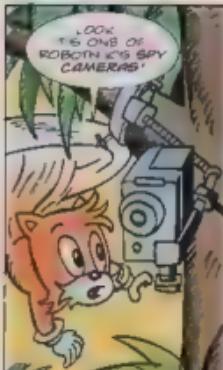
SOMETHING
WE COULD NOT SEE TOOK
OUR VILLAGE ADMIT THERE
ARE EVIL MAGICAL FORCES
AT WORK IN THIS
JUNGLE

COLD T
BUDDY! THE ONLY
THING THAT'S MAGIC
ABOUT HERE IS MY
PERSONALITY!

C'MON
TAILS, LET'S SEE
WHAT'S CAUSING

RIGHT
BEHIND YOU
SONIC

THREE



CRRACK!
CRASH!

SAASHH!



OUCH!
THIS IS WAY
TOO UNCOOL!

THUNK!





TOWARDS THE END OF SONIC 3 FOR EXAMPLE! -Megadroid.



NEXT ISSUE: THE ROBOT REVEALED!

SPEEDLINES



EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1R 0SU.
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).



Amy
(look out for
her in next
issue's Sonic
story)

Allison Hedley, Rowlands Gill, Tyne & Wear,
MD owner,
Sonic & Knuckles Camera Winner.

CHANGE OF CHART!

Dear Megadroid,
Why don't you show more
than four Sega machines in the
Charts? How about the Saturn?
Jamie MacLullich-Gair, Stoke-on-
Trent, Staffs.
Sonic & Knuckles Camera Winner.

Check out the new charts in the
Control Zone, Jamie.
Compiled by Chart-Track,
it now includes the top
10 Saturn games.

MICROCHIP OFF THE OLD BLOCK!

Dear Megadroid,

Zynk the robot in Shining
Force bears a remarkable resemblance
to your old self. Is he related to you
by any chance?
Stuart Beck, Grantham, Lincs.
GG/MD/MS owner.
Sonic & Knuckles Camera Winner.


Less of the 'old' self if
you don't mind, Stu.
You humes can't tell one
robot from another, but
may I remind you that I am truly
unique!

Send your e-mail
messages to:
stc@egmont.co.uk

Be sure to include your snail mail (postal)
address if you want to win a prize!

EVERYTHING PRINTED IN
SPEEDLINES WINS A
SENSATIONAL
SEGA SONIC & KNUCKLES
DISPOSABLE CAMERA,
COMPLETE WITH 27 FULL-
COLOUR FUJI EXPOSURES.



Jonathan Afghanian,
Warrington,
Cheshire,
MD owner.
Sonic & Knuckles
Camera Winner.

Earthworm Jim
prepares for
Q Zone action
in STC 79.



DOCTOR NO!

Dear Megadroid,
I think it's about time that
Doctor Robotnik did something about
his weight. Maybe if you told him he
was beginning to look as fat as Mr
Blobby, it might spur him on to
refuse some food!
Jack Davies, Worthing, W Sussex.
MD owner.
Sonic & Knuckles Camera Winner.



Haven't you noticed him
exercising in this issue's
Fit Zone, Jack?

NEXT ISSUE

FREE! STC TRANSFERS!



SONIC!
PLASMA!

SONIC'S WORLD!
STICKY END?

KNUCKLES!
TRINKET TREK!

SHINING FORCE!
BLOW OUT!

PLUS

SUPER SKIDMARKS & STREETRACER Q ZONE!
THE OOZE REVIEW!

STC 78

ON SALE SATURDAY, 11 MAY '96
£1.20

DATA STRIP

I'VE BEEN READING
STC SINCE ...

ISSUE

MY FAVOURITE ...

FILM/VIDEO IS

BAND/SINGER IS

MY SEGA SYSTEM ...

TICK:

GG	<input type="checkbox"/>	MCD	<input type="checkbox"/>	MD	<input type="checkbox"/>
MM	<input type="checkbox"/>	MS	<input type="checkbox"/>	32X	<input type="checkbox"/>
SATURN <input type="checkbox"/>					

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE

..... AS A COMIC STRIP IN STC.

THIS ISSUE'S
MEGA HITS!

1ST CHOICE

2ND CHOICE

3RD CHOICE

YOUR RATING FOR ISSUE 77

%



Post to: Data Strip/Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU.